

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claims 1-9 Cancelled

10. (Currently Amended) A gaming machine comprising:

a housing;

a user input connected to the housing;

a display connected to the housing; and

a control system located within the housing, the control system comprising a processing platform that comprises:

a single mother board, said motherboard comprising;

a first processor;

a memory wherein the first processor and the memory are designed or configured to control and operate one or more of i) visual displays, ii) attraction animation features, iii) audio player feedback, iv) real-time video presentations, v) and operating system and combinations thereof;

one or more buses on the more on the single motherboard wherein each of the one or more buses uses an interface protocol selected from a group consisting of peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP);

one or more expansion slots for connecting a board to the buses;

a gaming processing subsystem designed to control a game played on the gaming machine, the gaming processing subsystem comprising,

a first gaming processing subsystem board connected to one of the buses on the single motherboard, the first gaming processing subsystem board comprising;

a second processor designed or configured to control the gaming machine and to control Input/Output to the gaming machine;

a non-volatile memory for storing at least payout information;

a data memory socket located on the first gaming processing subsystem board designed to accommodate a data prom; and

a bus interface for connecting the first gaming processing subsystem board to one of the buses via one of the expansion slots on the single motherboard

wherein the first gaming processing subsystem board is designed to control one or more of: i) a game play history, ii) gaming machine access, iii) user interface devices, iv) money handling devices, v) gaming machine I/O communications, v) random number generation and vi) progressive jackpot information.

11. (Previously Presented) The gaming machine of claim 10, further comprising:

a second gaming processing subsystem board wherein the first gaming processing subsystem board is designed to control one or more of: i) a game play history, ii) gaming machine access, iii) user interface devices, iv) money handling devices, v) gaming machine I/O communications, v) random number generation and vi) progressive jackpot information.

12-14 Cancelled

15. (Previously Presented) The gaming machine of claim 10, further comprising:

a serial communication connection.

16. (Previously Presented)The gaming machine of claim 10, wherein the gaming processor subsystem board is a PCI expansion card designed to interface with a PCI bus.

17-19 Cancelled

20. (Previously Presented)The gaming machine of claim 10, wherein the processing platform employs a personal computer processor architecture.

21. ((Previously Presented) The gaming machine of claim 10, wherein the first processor on the mother board and the first gaming processing subsystem board communicate using a software driven application program interface.

22. (Previously Presented)The gaming machine of claim 10, wherein the first gaming processing subsystem board further comprises:

a serial UART (Universal Asynchronous Receiver/Transmitter).

23. (Previously Presented)The gaming machine of claim 22, wherein the serial UART is used by the first gaming processing subsystem board to communicate with internal gaming devices, external gaming devices and combinations thereof.

24. (Previously Presented)The gaming machine of claim 10, wherein the first processing subsystem board further comprises:

a random number generator.